

iTouchdown

USER'S MANUAL

Rare Software

Version 1.3.6

August 18, 2013

Revision Sheet

Doc. Revision	Date	Description
1.0	8/18/2013	Initial Revision, iTouchdown v1.3.6

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INTRODUCTION

"iTouchdown is user friendly, efficient and a great tool for either the professional or amateur football scorekeeper. Entering plays are logical, simple and easy to correct for user errors. Drive summaries, real-time player and team stats by quarter, half, game and season has greatly improved my local radio broadcast of the high school football team. Maintenance of leagues, seasons and teams are a snap so that I can also use it casually while watching my favorite team on television. For clean and easy to use football stat tracking, this app is top of the line!"

—David Marshall, Football Statistician

Features:

- Large buttons to enter plays
- Real-time stats for team and players, current game or entire season
- Displays current line of scrimmage and first down marker
- Undo or edit events at any time
- Assign events to individual players or team
- Rapid Roster function to quickly setup teams
- Calculates approximate time of possession for drives
- Export game stats via email in HTML or Excel formats
- Export game stats to MaxPreps
- Bluetooth transfer of team/game data between devices
- CSV import of team rosters
- Twitter feed
- Support for multiple leagues/seasons
- Adjust clock by pressing and holding clock button

GETTING STARTED

To quickly get started scoring games:

1. Start by adding teams using the **Teams** manager.
2. Next, add a game using the **Games** manager. Tap the newly created game and start scoring!
3. Create plays by tapping one of the four main buttons: **Kick, Rush, Pass, Penalty**
4. Specify the result of the play, where the ball was downed, and players involved (if you wish to track individual stats)
5. Flip the field by swiping across the field.
6. To manually adjust down, distance, quarter, timeouts, etc. tap the buttons at the top. Change possession by tapping one of the helmets. Start/stop the clock by tapping the timer in the middle.
7. At any point, you can check instant stats by tapping the **Stats** or **Leader** buttons.
8. The **Plays** button allows you to view, edit and delete events.
9. The **Drives** button allows you to view drive summaries.
10. The **Email** button (at the top) allows you to email stats for this game.

TEAM MANAGER

ADDING TEAMS

From the Team Manager, tap the  button at the top to create a new team. Assign the team name and add players by selecting either [New Player](#) or [Pick from List](#). Alternatively, you can press [Rapid Roster](#) to automatically generate players with jersey numbers 1 through 99.



 NOTE: The [Home Color](#) will be used for the jersey and [Away Color](#) used for text when the team is selected as the home team for a game. The colors will be reversed if they are the visiting team in a game.

All players must have a name and jersey number. If you skip the name and just enter the number, the player will automatically be named "Player #". To enter additional players, press [Add Another](#). When finished, press the [Done](#) button to return to the team page.



IMPORTING TEAMS

Teams can also be created by importing a CSV file. The format of the file is:

Line 1: Team Name

Line 2: Team Abbreviation (max 3 letters)

Lines 3+: Player Number, Player Name

Example:

Philadelphia Eagles

PHI

7,Michael Vick

10,DeSean Jackson

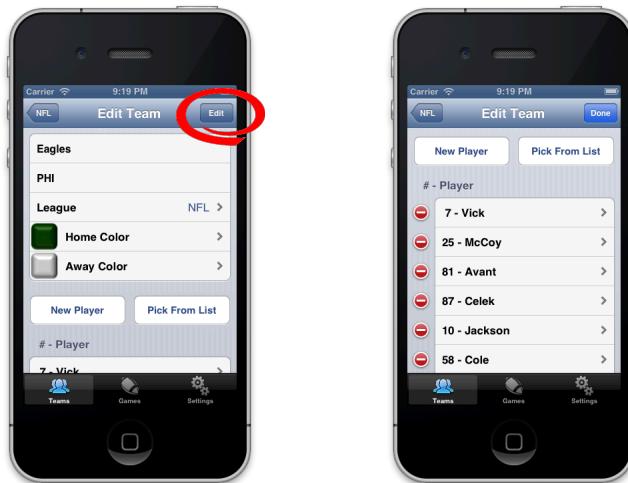
25,LeSean McCoy

Email the file to yourself and open the email on your iPhone/iPad. Tap and hold the attachment in the Email app. Select the button labeled: Open in iTouchdown.

Teams can be transferred from another device running iTouchdown using Bluetooth. Please refer to the [Settings](#) section of this document for detailed instructions on how to use the [Bluetooth Transfer](#).

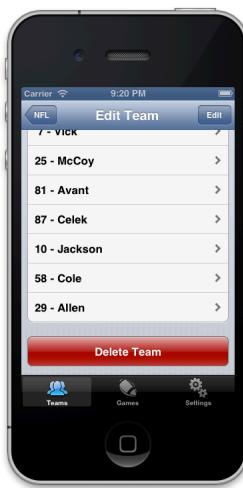
EDITING TEAMS

To edit a team, go to the Team Manager page and tap the team you wish to modify. You can change the name of the team by tapping on the team name field or add additional players at any time. To edit an existing player, tap the [Edit](#) button at the top and then select the player to edit.



DELETING TEAMS

To delete a team, go to the Team Manager page and tap the team you wish to remove. Tap the **Delete Team** button at the bottom of the Edit Team page. If that team has played any games, you will be prompted to delete the team and all its associated stats.



⚠ NOTE: Deleting a team will delete ALL games (and associated stats for both teams) that team has played in.

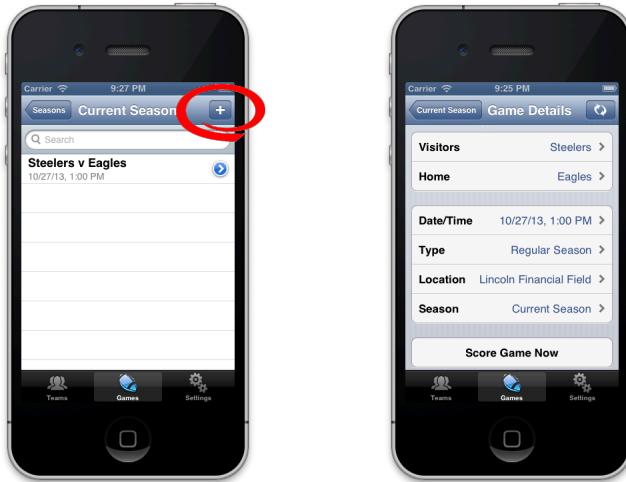
LEAGUES

Multiple leagues can be setup by tapping the Leagues button on the Team Manager page. Create a new league by tapping the **+** button at the top and then entering the league name and description. Select the active league by tapping its name on the Leagues page. Teams can be moved from one league to another by editing the team.



GAME MANAGER**ADDING GAMES**

From the Game Manager, tap the  button at the top to create a new game.



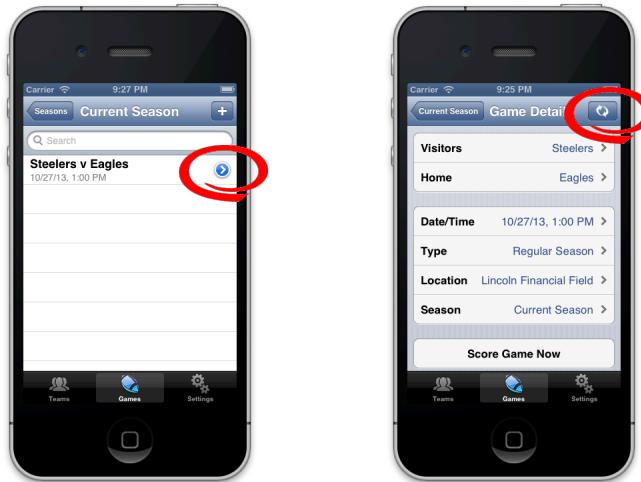
Assign the visitor and home teams (both required) by tapping on those fields and picking from a list of previously created teams. If you haven't created teams, you can press the  button on the Select Team page to create a team.



 **TIP:** If you don't want detailed statistics for your opponents, create one team called "Opponent" and always select that team when creating games for your team. That way, you don't have to create all those teams and you can go back and view stats for all opponents you play.

EDITING GAMES

To edit a game, go to the Game Manager page and tap the  arrow for the game you wish to modify. You can change the game details at any time. Once the game has started (first event recorded), you cannot change the teams assigned to the game. You can swap the home and visiting teams at any time by tapping the  button at the top.



DELETING GAMES

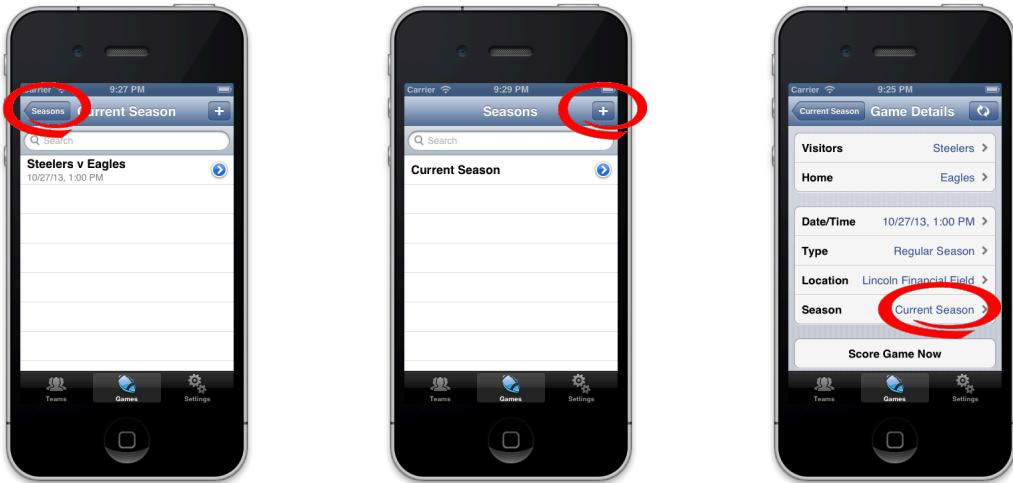
To delete a game, go to the Game Manager page and tap the  arrow for the game you wish to remove. Tap the **Delete Game** button at the bottom of the Edit Game page.



 NOTE: Deleting a game will delete ALL stats for that game from both teams.

SEASONS

Multiple seasons can be setup by tapping the Seasons button on the Game Manager page. Create a new season by tapping the  button at the top and then entering the season name and description. Select the active season by tapping its name on the Seasons page. Games can be moved from one season to another by editing the game.



TIP: To archive a season, rename the current season and create a new one for the new games.

SCORING GAMES

After creating a game, go to the Game Manager page and tap the game you wish to score. Alternatively, from the Edit Game page, you can press the **Score Game Now** button.



ENTERING PLAYS

To record a play, select the type of play: **Kick**, **Rush** or **Pass** from the Scorecard screen. Depending on the type of play, you will be presented with different options. Below is a summary of the different plays.

KICK

There are four types of Kicking plays: **Kickoff**, **Punt**, **Field Goal**, and **PAT**. For all four, record the kicker. For a Kickoff or Punt, you must record the result of the kick and where the line of scrimmage for the next play (net of kick and return). You can optionally record who made the tackle as well. For Field Goals and PATs, simply record the result of the kick and if it was blocked, who blocked it.



RUSH

Rushing plays are recorded by entering the rusher, the line of scrimmage for the next play, and the result. Optionally enter the tackler(s).



PASS

Passing plays are broken down into four types: **Reception**, **Incomplete**, **Interception**, and **Sack**. Depending on the type, you will be presented with different fields to enter such as Passer, Receiver, Intercepted By, etc. Be sure to record the result and the line of scrimmage for the next play.



PENALTY

Penalties can be added to any play from that particular play type screen. If you missed it during the play or the penalty occurred before the play, you can also record the penalty from the main Scorecard. Record the player (if identified), the type of penalty, the result and the line of scrimmage for the next play.



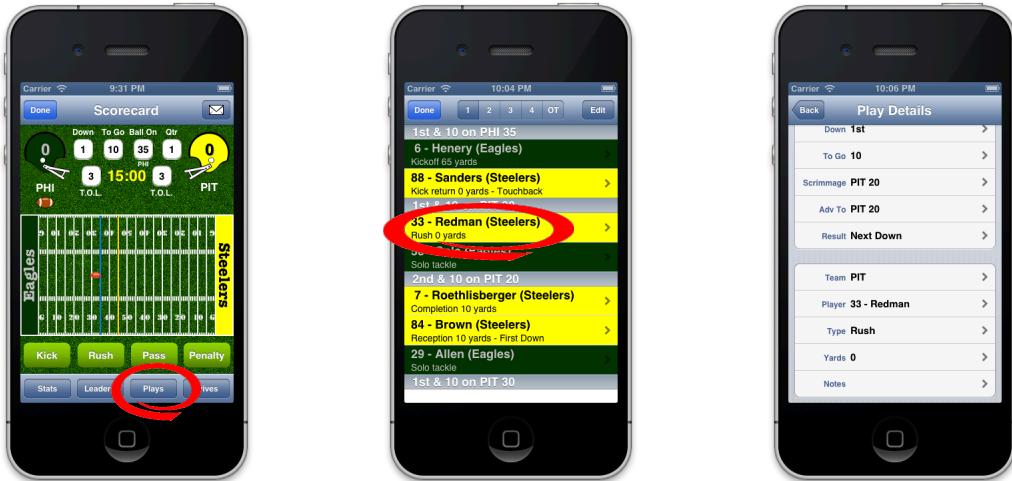
FUMBLES

A fumble can be added to nearly every play, including multiple fumbles on the same play. You must specify if the fumble was lost or recovered by the same team. Record who fumbled the ball, who recovered it, and where it was recovered. For lost fumbles, you can specify if the ball was advanced and who made the tackle.



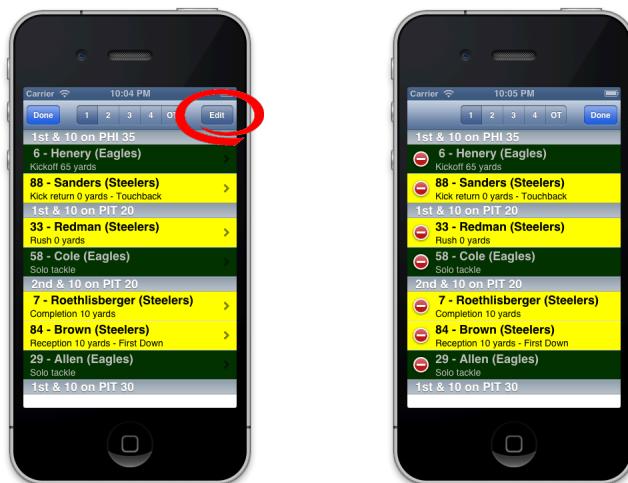
EDITING EVENTS

Recorded events can be modified or deleted by tapping the **Plays** button at the bottom of the scorecard. To modify the play details, such as player or event type, select the event and then select the details to modify. A single play is usually recorded as multiple events, depending on what was recorded for both the offense and defense.



 **TIP:** **Notes** can be added to a particular event when in edit mode.

To delete an event, tap the **Edit** button at the top and select the event to remove. Alternatively, you can “swipe” the event to delete.



ADDITIONAL CONTROLS

There are a number of additional controls found at the top of the Scorecard described below.



DOWN

This is the down of the next play. iTouchdown should keep track of this, assuming all of your plays are entered correctly. If for some reason the down is not correct, tap on the down to correct it.

TO GO

This is the distance to go to make the next first down. Like the down, this should be accurate if all of your plays are entered correctly. This too can be adjusted as required by tapping on the control.

BALL ON

This is the current line of scrimmage. Like down and distance, this can be corrected, as required.

QTR

This is the current quarter. Four quarters are allowed, plus overtime (OT). When the game is over, select F for final

CLOCK

In order to help approximate drive time, a running clock indicator is available. The clock will automatically stop for interceptions, turnovers, etc. The clock can be started/stopped manually by tapping on it. Adjust the clock by pressing and holding clock button for more than two seconds.

T.O.L.

This is number of timeouts remaining in the half. When a team uses a timeout, tap this button to decrement. You will be prompted to reset the timeouts for the second half and overtime, if necessary.

MISCELLANEOUS

There several other convenience functions available on the Scorecard.

- Tapping on the team helmet will change possession.
- Tapping and holding the team helmet for more than two seconds will switch the home/away colors for that team.
- Swiping the field in either direction will swap the direction of play for the teams.

STATS

You can view the current stats for a team or player at any time by tapping the **Stats** button on the bottom toolbar.

View team or individual player stats by selecting the appropriate item on the left. Switch teams by pressing the



button at the top. By selecting **Season** at the bottom, averages per game will be displayed.



LEADERS

Tap the **Leaders** button to display a listing of the team leaders for Rushing, Passing, Receiving, Kick Returns and Defense. Switch teams by pressing the  button at the top. Select stats for the whole game, half or quarter.



PLAYS

The **Plays** button is described above in the [Editing Events](#) section.

DRIVES

Tapping the **Drives** button displays a summary of the drives, including elapsed time and the result of the drive.



EMAIL

Tap the  button on the Scorecard to bring up the Export Options page, which allows you to email game stats at any point in the game. For details, see the Exporting Statistics section.



SETTINGS

The Settings page allows you to customize the app for your particular games. Individual settings are explained below.



TIMEOUTS

The number of timeouts each team has in the half.

QUARTER LENGTH

Specify the length of each quarter, in minutes.

KICKOFF FROM

Specify the yard line that kickoffs will be taken from.

FIELD LENGTH

Select from a standard 100 yard or 80 yard field.

FIRST DOWN

Select the number of yards required to make a first down: 5, 10, 15 yards.

KICK PAT POINTS

Select the number of points awarded for a PAT by kicking. Normally this is 1, but some youth leagues award 2 points.

RUN/PASS PAT POINTS

Select the number of points awarded for a PAT by a rushing or passing play. Normally this is 2, but some youth leagues award only 1 point.

TACKLE ASSISTS

Normally, when two players make a tackle, they are both awarded a $\frac{1}{2}$ tackle. Some teams prefer to specify a tackler and the person that assisted.

 NOTE: You must specify this before the game starts to make sure tackles/assists are recorded correctly.

SORT PLAYERS BY

Specify how to sort players when they are listed for pick lists and in stats. They can be sorted numerically or alphabetically.

1ST DOWN STOPS CLOCK

Specify whether the clock should automatically stop when a first down is made (high school or college), or whether it should keep running (NFL).

EMAIL

The email field allows you to enter a default email address where exported stats will be sent. This saves you the time of entering the address every time if you always send to the same recipient. Multiple emails can be specified by separating them with a space.

BLUETOOTH TRANSFER

Team and game data can be transferred from one device to another using Bluetooth. Both devices must be within Bluetooth range of each other (typically less than 10 meters). From the Settings page on both devices, select **Bluetooth Transfer**. From the device that has the data to be sent, select **Send Teams/Game Data**.



From the device that will receive the data, select **Receive Teams/Game Data**. After selecting the name of the sending device, you will see a list of teams and games available on that device. Select the team and/or game you wish to retrieve.



⚠ NOTE: Only teams in the currently selected (active) league/season on the sending device will be displayed.

TWITTER FEED

Game events can be sent to **Twitter**. You will first need an active Twitter account. From the Settings page, select whether you wish to send **All** events, just **Scoring** events, or when the **Quarter** ends. The first time you select this, you will be prompted to authorize iTouchdown to post events to your Twitter account. After a successful authorization, you can turn the Twitter feature on and off without having to reauthorize each time. iTouchdown uses the standard Twitter settings found on the device Settings app.



! NOTE: Twitter has a built-in throttling mechanism with their Web site. If you select all events and you are entering a lot of events very quickly, it is possible that Twitter will not post them all.

STATISTICS

VIEWING STATISTICS

At any time during a game, the current stats can be viewed by tapping the **Stats** or **Leaders** buttons at the bottom of the Scorecard. View team or individual player stats by selecting the appropriate item on the left. Switch teams by pressing the  button at the top.



EXPORTING STATISTICS

Statistics can be exported via email for a game or for a team (season).

GAME STATS

Game stats for both teams can be exported via email by tapping the  button on the Scorecard. They can also be accessed by tapping the  button on the Stats page when **Game** is selected. The following options can be specified on the Export Options page:

- Format – Send as HTML formatted email or CSV attachment
- Stats Leaders – Include the leader stats or not
- Play by Play – Include the play by play of all game events in chronological order or not
- MaxPreps – Text file that can be uploaded to MaxPreps Web site for High School athlete tracking
- Stats by – Display player/team stats by quarter, half, or for the entire game

SEASON STATS

Season stats for an individual team can be accessed by tapping the  button on the Stats page when **Season** is selected. The following options can be specified on the Export Options page:

- Format – Send as HTML formatted email or CSV attachment

AVAILABLE REPORTS

GAME STATS

The game stats include a scoring summary by period and stats for individual players.

GAME STATS

Bay vs. Eagles
11/9/12, 6:32 PM
Regular Season

	1	2	3	4	Total
Bay	0	0	0	0	0
Eagles	7	21	0	0	28

Game Summary	Bay	Eagles		
First Downs	3		15	
Rushes-Yards	17	42	20	187
Recep-Yards	0	0	8	91
Passing Yards	0		91	
Comp-Attempts	0	3	8	14
TD-INT	0	0	1	2
Fumbles-Lost	1	0	0	0
Penalties-Yards	7	56	1	0
3rd Down Conv	1	7	3	5
4th Down Conv	0	0	2	2
FG Made-Att	0	0	0	0
Tackles	0		2.0	
Sacks-Yards	0.0	0	0.0	0
Time of Possession	14:46		18:28	

TEAM LEADERS

The team leaders section is an optional section of the game stats that shows the team leaders for Rushing, Passing, Receiving, Kick Returns and Defense. The summary shows team leaders for both teams. In the example below, only one team was recorded.

RUSHING LEADERS:

No.	Player	Rushes	Yards	TDs	Fumbles	No.	Player	Rushes	Yards	TDs	Fumbles
17	Mitchell	7	74	0	0	3	Vazquez	5	67	0	0
7	McCants	1	21	1	0	28	Cully	5	20	1	0
11	Perry	1	3	1	0	5	Hooker	1	2	0	0

PASSING LEADERS:

No.	Player	Comp	Att	Yards	TD	INT	No.	Player	Comp	Att	Yards	TD	INT
17	Mitchell	7		11	0	2	5	Hooker	1	3	22	1	0

RECEIVING LEADERS:

No.	Player	Rec	Yards	TDs	No.	Player	Rec	Yards	TDs
7	McCants	4	71	1	2	Morgan	1	8	0
6	Douglas	2	6	0	3	Vazquez	1	6	0

KICK RETURN LEADERS:

No.	Player	Ret	Yards	TDs	No.	Player	Ret	Yards	TDs
28	Cully	3	40	0					

DEFENSIVE LEADERS:

No.	Player	Tackles	Sacks	Yards	No.	Player	Tackles	Sacks	Yards
11	Perry	1.0	0.0	0					
4	Frderic	1.0	0.0	0					

PLAY BY PLAY

The play by play is an optional section of the game stats that shows the play by play of all events for the game.

PLAY BY PLAY:

Qtr	Down	To Go	Ball On	Team	No.	Player	Type	Yards	Result	Score	Notes
1st	1	10	BAY 35	BAY			Kickoff	65			
			NHS				Kick return	0	Touchback		
1st	1	10	NHS 39	NHS	3	Vazquez	Rush	3			
1st	2	7	NHS 42	NHS	3	Vazquez	Rush	9		First Down	
1st	1	10	BAY 49	NHS	28	Cully	Rush	1			
1st	2	9	BAY 48	NHS	17	Mitchell	Interception thrown	31			
			BAY				Interception caught	0			
1st	1	10	BAY 17	BAY			Rush	11		First Down	
			NHS 4	Frderic			Solo tackle				
1st	1	10	BAY 28	BAY			Rush	5			
			NHS 11	Perry			Solo tackle				
1st	2	5	BAY 33	BAY			Penalty: Offside	6			
1st	1	10	BAY 39	BAY			Rush	5			
1st	2	5	BAY 44	BAY			Rush	2			
1st	3	3	BAY 46	BAY			Rush	4		First Down	
1st	1	10	50	BAY			Penalty: Holding	10		Repeat Down	
1st	2	20	BAY 40	BAY			Rush	2			
1st	3	18	BAY 42	BAY			Penalty: False Start	5		Repeat Down	
1st	3	23	BAY 37	BAY			Rush	0			
1st	4	23	BAY 37	BAY			Punt	63			
			NHS				Punt return	0	Touchback		
1st	1	10	NHS 20	NHS	17	Mitchell	Rush	18		First Down	
1st	1	10	NHS 38	NHS	17	Mitchell	Completion	12			
			NHS 7	McCants			Reception	12		First Down	
1st	1	10	50	BAY			Penalty: Encroachment	5		Repeat Down	
1st	1	5	BAY 45	NHS	17	Mitchell	Completion	6			
			NHS 3	Vazquez			Reception	6		First Down	
								~			

MAXPREPS

MaxPreps is a Web site that tracks High School athlete statistics. At the conclusion of a game, you can export this optional report for both teams and upload the files to the MaxPreps Web site. For more information, visit:

<http://www.maxpreps.com>

SEASON STATS

The season stats include team summary, team leader stats and game summaries for the entire season.

SEASON STATS (1 games)**Team Summary Eagles**

First Downs	0
Rushes-Yards	20 187
Recep-Yards	8 91
Passing Yards	91
Comp-Attempts	8 14
TD-INT	1 2
Fumbles-Lost	0 0
Penalties-Yards	1 0
3rd Down Conv	0 0
4th Down Conv	0 0
FG Made-Att	0 0
Tackles	2.0
Sacks-Yards	0.0 0
Time of Possession	00:00

RUSHING LEADERS:

No.	Player	Rushes	Yards	TDs	Fumbles
17	Mitchell	7	74	0	0
3	Vazquez	5	67	0	0
7	McCants	1	21	1	0
28	Cully	5	20	1	0
11	Perry	1	3	1	0
5	Hooker	1	2	0	0

PASSING LEADERS:

No.	Player	Comp	Att	Yards	TD	INT
17	Mitchell	7	11	69	0	2
5	Hooker	1	3	22	1	0

RECEIVING LEADERS:

No.	Player	Rec	Yards	TDs
7	McCants	4	71	1
2	Morgan	1	8	0
6	Douglas	2	6	0
3	Vazquez	1	6	0

KICK RETURN LEADERS:

No.	Player	Ret	Yards	TDs
28	Cully	3	40	0

DEFENSIVE LEADERS:

No.	Player	Tackles	Sacks	Yards	No.	Player	Tackles	Sacks	Yards
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GAME SUMMARIES

Date		Opponent	Score	Opp Score
11/9/12, 6:32 PM	vs	Bay	28	0

RELEASE HISTORY

VERSION 1.0

Released on September 1, 2011

- Initial Release

VERSION 1.1

Released on September 23, 2011 contains the following new features:

- Added prompt for kickoff direction and allow user to flip field by swiping across field
- Added time of possession for drives
- Added instant "Leader" stats
- Added new settings: 80yd field, PAT points, stop clock
- Added blocked punt/field goal, muffed punt/kick
- Added ability to add notes when editing events
- Added TD column to export under team rush/receive team leaders
- Improved yardage selection interfaces
- Fixed timeouts selection
- Fixed interception stat on export

VERSION 1.2

Released on December 7, 2011 contains the following new features:

- Added running clock display
- Added Season/Team stats export
- Added last play display/undo on iPad portrait mode
- Added 4th down conversion stat
- Fixed 1st downs and 3rd down conversion stat
- Fixed bug on fumbles during kick/punt return

VERSION 1.2.1

Released on January 27, 2012 contains the following new features:

- Fixed crash when tweeting with iOS 5

VERSION 1.2.2

Released on August 13, 2012 contains the following new features:

- Added setting for first down distance
- Moved popups on iPad version so clock is not obscured
- Bug fixes

VERSION 1.3

Released on September 7, 2012 contains the following new features:

- Added ability to import team rosters from CSV file (see [Tips](#) page for example)
- Added Bluetooth transfer of teams and game data between devices

VERSION 1.3.1

Released on September 30, 2012 contains the following new features:

- Adjustable game clock
- iOS 6 compatibility issues

VERSION 1.3.2

Released on October 12, 2012 contains the following new features:

- Fixed clock issues on iPad
- Fixed landscape mode on iPad
- Fixed game summary on CSV export
- Fixed Total TD column in MaxPreps export
- Fixed problem with assisted tackles on kickoffs/punts
- Allow deselection of player from plays
- Changed clock adjustment from offset to remaining time
- Automatically stop clock on fumble, interception, penalty
- iOS 6 compatibility issues
- Optimized for iPhone 5

VERSION 1.3.3

Released on November 6, 2012 contains the following new features:

- Fixed Twitter feed on iOS 6

VERSION 1.3.4

Released on January 3, 2013 contains the following new features:

- Fixed Twitter feed on iOS 5
- Added Quarter Summary only Twitter option

- Updated icons/images

VERSION 1.3.5

Released on July 10, 2013 contains the following new features:

- Added defensive stats to team leaders
- Added option to record tackle/sack assists as separate stat
- Press and hold team helmet on scorecard to swap colors
- Fixed player selection for fumbles after turnovers
- Fixed columns in CSV export
- Lite version now available for free

VERSION 1.3.6

Released on August 1, 2013 contains the following new features:

- Added last play display/undo for iPhone 5